SNS-CH-USA

THE CHESSMASTER®

Instruction Booklet

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

The Chessmaster, Copyright© 1989-1991 The Software Toolworks, Inc.
Portions Copyright 1986, 1988 IHP. All rights reserved.

The Chessmaster® is a registered trademark of The Software Toolworks, Inc.
Mindscape® is a registered trademark of Mindscape Inc.

Published by:
Mindscape Inc.
A Software Toolworks Company
60 Leveroni Court
Novato, CA 94949
(415) 883-5157

This Game is Licensed by Nintendo® for play on the

SUPER NINTENDO ENTERTAINMENT SYSTEM

LICENSED BY Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Table of Contents

Rules of Chess 1
The Pieces 2
Special Moves 6
Checkmate, Stalemate, and Draw 8
Game Controls 9
Starting the Game 10
Playing with The Chessmaster 11
Menu 12
War Room 17

Rules of Chess

Chess is a two player game: Player 1 is **White** and Player 2 is **Black** (regardless of the actual colors on a given chess set). In *The Chessmaster* you can play the computer or another player. When you play the computer, normally you are **White**.

Setting Up the Board

At the beginning of a new game, *The Chessmaster* automatically sets up the pieces on the *Chessboard*, according to the official rules of Chess. For your information, the pieces are set up as shown below. Here are some general rules to help you learn the proper setup:

- The square in the lower right corner is **White** (white on right).
- Kings and Queens are directly opposite each other.
- The **White** Queen goes on a white square and the **Black** Queen goes on a black square (Queen on color)

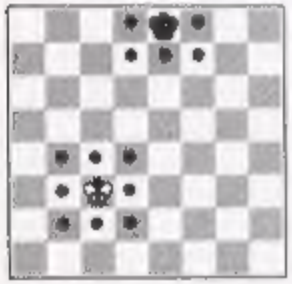
Objective

The goal of chess is to *checkmate* your opponent's King. Unlike other pieces, The King is not captured and removed; instead, he is trapped so that he cannot move. When a King is attacked, he is *checked* and must get out of check on the next move. If there is no escape, the position is a *checkmate* and the checkmated side loses.

The Pieces

White always moves first, then the players take turns. You can move one piece during each turn, except in castling, where you can move your King and a Rook (see SPECIAL MOVES). The Knight is the only piece that can jump over other pieces. All other pieces must move along unblocked horizontal, vertical, or diagonal lines. You cannot have two of your own pieces on a square, but you can capture an enemy piece by landing on the the square where it is standing. When you capture an enemy, you remove it and put your own piece there. In *The Chessmaster*, captured pieces automatically disappear from the board.

The King



The King is the most important piece in the game. When your King is checkmated (trapped), you lose. Except for *castling*, the King can only move one square in any direction, as shown by the dotted squares in the diagram above. The King may not move into check, that is, onto a square under attack by an enemy piece.

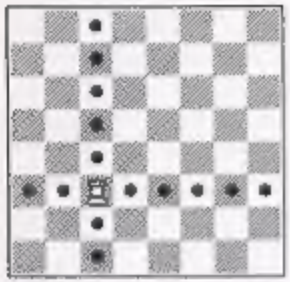
The Queen

The Queen is the most powerful piece in the game. The Queen can move any numbers of squares in any direction that is not blocked, as shown by the dotted squares in the diagram above.

The Bishop

The Bishop can move any numbers of squares in a diagonal direction that is not blocked, as shown by the dotted squares in the diagram above. Each side has one Bishop on a white square and another on a black square. Each Bishop is restricted to diagonal moves along its colored squares.

The Rook



The Rook can move any numbers of squares in horizontal or vertical directions that is not blocked, as shown by the dotted squares in the diagram above. Each side has two Rooks. They are not restricted by colored squares.

The Knight

The Knight move is a special L-shaped jump and it is the only piece that can jump other pieces. The Knight's jump is 2 squares horizontally or vertically, then 1 more square at a right angle, as shown by the dotted squares in the diagram above. The Knight always lands on a square that is the opposite color from where it starts. The Knight does not capture pieces it jumps; it only captures an enemy when it lands on its square. Each side has two Knights.

The Pawn

The Pawn moves straight ahead, but it captures diagonally. On the first move, the Pawn has the option of moving 1 or 2 squares, after that it may move 1 square. In the diagram above, the dotted squares show possible forward moves, and the asterisked squares show possible captures. Note that the **White** Pawn has 2 possible forward moves (first move), but the **Black** Pawn has 1 possible forward move, because it is not on its first move. If a Pawn gets to the other side of the board (row 8), it is promoted to another piece (other than a Pawn or King). So you can end up with more than 1 Queen and more than 2 Bishops, Knights, or Rooks. See PLAYING WITH THE CHESSMASTER.

Special Moves

There are two special moves that are important in Chess: *En passant* and *castling*. *The Chessmaster* can execute both of them.

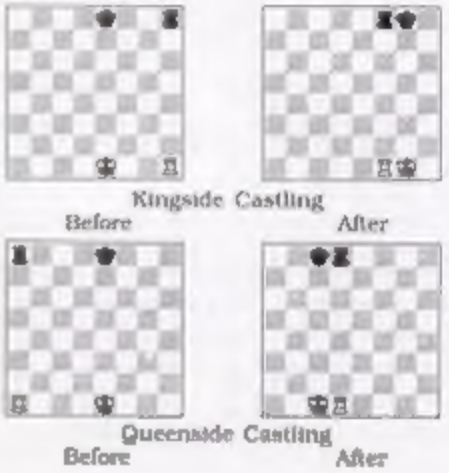
En Passant

This French phrase means 'in passing' and is a special Pawn capture. The capture is made when a player moves a Pawn 2 squares to avoid capture; however, the capture is made exactly as if the player had only moved the Pawn 1 square.

In the diagram above, the **Black** Pawn moves up 2 dotted squares. On its next turn, the **White** Pawn may capture the **Black** one. If the **White** player does not execute this move on its next turn, that **Black** Pawn is safe from *en passant* capture for the rest of the game. Note that each Pawn can be threatened in this way.

Castling

Each player may *castle* once during a game, if certain conditions are met. *Castling* lets you move 2 pieces at once: your King and a Rook. The King moves 2 squares left or right toward one of his Rooks. At the same, time, the Rook goes to the square beside his King that is toward the center of the board, as shown in the diagrams below.



To *castle*, neither piece may have moved before. Also, the King may not castle out of, into, or through *check*. Finally, there may not be any pieces of either color between the King and the *castling* Rook.

Castling is an important move, because it lets you move your King to safety, while letting the Rook become more strategically active. When the move is legal, you can *castle* to either side or not at all.

Checkmate, Stalemate and Draw

Now that you understand how the pieces move, you need to know how to keep your opponent from *checkmating* your King.

You may not move into *check*. For example, you may not move onto a diagonal with your opponent's Bishop if there are no other pieces between the Bishop and your King. If you are in *check*, you have three options:

1. Capture the attacking piece.
2. Put one of your other pieces between the attacker and your King.
3. Move the King away from the attack.

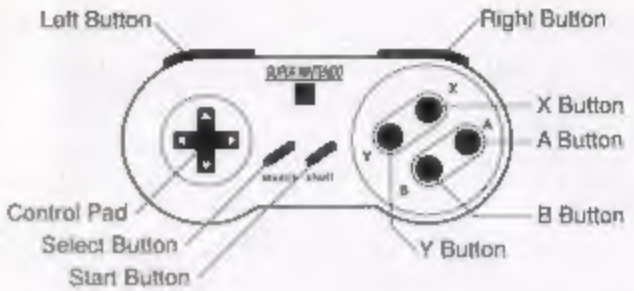
If you cannot do any of these things, you are *checkmated* and you lose!

If your King is not in *check*, but you can make no legal move, then you have a *stalemate* and the game is a *draw* or tie. There are two other ways you can have a *draw*.

1. **3 Repetition *Draw*:** If the same board position occurs 3 times during the game, you have a *draw*.
2. **50 Moves without progress:** If 50 moves occur without progress, you have a *draw*.

The Chessmaster keeps track of both position repetitions and number of moves.

Game Controls



Control Pad: Moves the hand around and the selection line up and down.

Select: Switches back an forth between the *Chessboard* and the *Menu*. Also confirms a setting change.

Start: Starts the game and continues after a message.

A, B, X, Y: Press any button to select an action, to change a setting, and to pick up pieces. In this guide, A stands for any of these buttons.

L: Take back a move.

R: Replay a move that you've taken back.

Starting the Game

To start the game:

1. Put *The Chessmaster*® in your Super Nintendo Entertainment System® (NES).
2. Turn **on** the Super NES.
3. At *The Chessmaster* title screen, press **Start**.

When the *Chessboard* appears, you're ready to play chess!

Playing with The Chessmaster

To move one of your pieces:

1. Use the **Control Pad** to position the hand over the piece you want to move.
2. Press **A** to pick up the piece.
3. Use the **Control Pad** to move the piece to the desired destination square.
4. Press **A** to release the piece.

Note: The Chessmaster tells you if you attempt to make an illegal move.

To Castle, move your King 2 squares towards the Rook. The Rook then moves into place automatically.

To capture a pawn *En Passant*, move your pawn to the appropriate destination square. (Right behind the enemy pawn.)

If one of your pawns reaches row 8, *The Chessmaster* asks you to promote the pawn. To promote the pawn, press on of these buttons to select the piece:

A	Queen	**X**	Rook
B	Bishop	**Y**	Knight

Menu

Use the *Menu* to select actions and change settings. To go to the *Menu*, press **Select**.

Note: When *Menu* options are blue (instead of white), it means they are not available due to playing circumstances.

The first 10 *Menu* options are actions; the last 10 are settings. See ***Action Options*** and ***Setting Options***.

To select an action:

1. Use the **Control Pad** to move the arrow to your selection.
2. Press **A** to start the action.

The *Chessboard* appears.

To change a setting:

1. Use the **Control Pad** to move the arrow to your selection.
2. Press **A** until the setting you want appears.
3. Press **Select** to confirm the setting.

The *Chessboard* appears.

Action options

The action options include:

Begin New Game: Stop any game in progress and start a new game.

Change Sides: When it's your turn, you may ask *The Chessmaster* to play your pieces while you play its pieces. Use this at the beginning of the game to make *The Chessmaster* play the **White** pieces.

Play Against Chessmaster: Play a game of Chess against *The Chessmaster*.

Autoplay: Watch *The Chessmaster* play against itself. Press **Select** to interrupt and go to the Menu.

Play Against Another Human: Play a game of Chess against another player with *The Chessmaster* acting as referee. When it's **Black's** turn, the second game controller controls the hand.

Force Chessmaster to Move: When *The Chessmaster* is thinking about its move, selecting this forces an immediate move. Also used in Infinite level of play to make *The Chessmaster* move.

Get Advice From Chessmaster: *The Chessmaster* demonstrates the move it recommends for you.

Take Back/Replay Mode: Enter a mode where you can take back some or all moves made so far during the game. In this mode, the hand changes to ⬅➡ and you can do the following:

1. Press **L** to take back a move.
2. Press **R** to replay a move.
3. Press **Select** to resume normal play.

Note: You can press **L** to take back a move directly from the Chessboard.

Set Up The Board: Arrange the pieces on the board. The *Chessboard* is displayed along with the *Grab Bag*, which holds pieces.

To remove a piece from the *Chessboard*:

1. Use the **Control Pad** to position the hand over the piece you want to remove.
2. Press **A** to pick up the piece.
3. Use the **Control Pad** to move the piece off the board.
4. Press **A** to drop the piece.

Note: You cannot remove the Kings.

To add a piece to the board:

1. Use the **Control Pad** to position the hand over the *Grab Bag*.
2. Press **A** to pick up the piece.
3. Use the **Control Pad** to move the piece over the destination square on the board.
4. Press **A** to drop the piece.

You may set up the board with the following restrictions:

- You may not put pawns on rows 1 or 8.
- The number of Queens, Rooks, Knights, or Bishops that you may place depends on the number of missing pawns.

While in *Setup Mode*, press **Select** to go to the *Setup menu*. To select one of the following options, press the **Control Pad** to highlight it, then press **A**:

- **Clear the Board:** Clears the board of all pieces except the Kings.
- **Set Up Initial Position:** Places pieces in position for a new game.
- **Side to Move First is White:** Indicates whose turn it will be when you return to the game. Use this selection to toggle between White and Black.
- **Setup Complete:** Returns to game.
- **Leave and Abandon Changes:** Returns to game and ignores anything you did during setup.

Solve For Mate: You must be playing against *The Chessmaster* to use this option. Ask *The Chessmaster* to examine the current position and tell you whether a forced mate exists in a given number of moves. If *The Chessmaster* finds a solution, those moves are added the move list and you are put into **Take Back/Replay Mode**.

To view the solution, press **Start**.

If there is no solution, press **Start** to continue.

To interrupt *The Chessmaster* while it is solving for a forced mate, press **Select**.

Setting options

The setting options are:

Level of Play is Newcomer 1: Set the level of play. You can select from 16 levels of play:

- **Newcomer 1:** Easiest level.
- **Newcomer 2:** Very easy level.
- **Levels 1-13:** Increasingly challenging games. The numbers after the level number tell you the number of moves and amount of time *The Chessmaster* will take at this level. For example, Level 1 is 60/5, which means 60 moves in 5 minutes; Level 7 is 30/45, which means 30 moves in 45 minutes.
- **Infinite:** The Chessmaster thinks about its move until you select **Force Chessmaster to Move**.

Deep Thinking Is On/Off: Set the thinking ability of *The Chessmaster*:

- On: The Chessmaster thinks ahead while you think about your move.
- Off: The Chessmaster only thinks about its current move and only during its turn.

Opening Book Is On/Off: Set the ability of *The Chessmaster* to consult its library of over 150,000 positions during the early part of the game:

- **On:** *The Chessmaster* consults it library.
- **Off:** *The Chessmaster* doesn't consult its library.

Teaching Mode Is On/Off: This feature is helpful if you are just learning the game. Set ability of *The Chessmaster* to shows you all the legal moves for a particular piece when you pick up that piece:

- **On:** *The Chessmaster* shows you moves.
- **Off:** *The Chessmaster* doesn't show you moves.

Note: **Teaching Mode** is not available in 3D mode.

Board Coordinates On/Off: Set the rank and file display for the *Chessboard*:

- **On:** You see the rank and file coordinates (1-8 and A-H) along the edge of the board.
- **Off:** You don't see the rank and file coordinates along the edge of the board.

White Pieces on Bottom: Set the rotation of the *Chessboard* so the White pieces are in one of these positions:

- **Bottom**
- **Top**
- **Left side**
- **Right side**

Note: When you rotate the board, the rank and file coordinates (set with **Board Coordinates On/Off**) also rotate.

Board View Is 2D: Set the *Chessboard* display:

- **Board View Is 2D:** You see the normal full screen display of the *Chessboard*.
- **Board View Is 3D:** You see a three dimensional view of the *Chessboard*.
- **Board View Is War Room:** You go to the War Room, which includes several informational features. See ***War Room***.

Chess Set is Staunton/Fantasy: Used to set the type of chess set.

- **Staunton:** Standard chess set.
- **Fantasy:** Fantastical chess set.

  Note: The Fantasy chess set is not available in the **War Room**.

Background Music Is On/Off: Used to set background music.

- **On:** Background music is on.
- **Off:** Background music is off.

Mate in 1 Move(s): Used with **Solve for Mate**. Set a number from 1 to 5 to tell *The Chessmaster* the number of moves to use to solve for a forced mate.

War Room

In the **War Room**, a smaller version of the *Chessboard* is displayed along with several informational features:

- **Move List:** Shows the last 4 moves made by each player in rank and file coordinate notation.

  Example: **White**
  b5-b6
  f3-g5
  d1-d2+
  d2-d4

  \+ indicates a *Check*; ++ indicates a *Checkmate*.

- **Best:** The best line of moves *The Chessmaster* has found so far.
- **Hint:** The move that *The Chessmaster* considers your best bet given your position.
- **Captured Pieces:** Shows all of the pieces that have been removed from the board.
- **PL:** The *ply*, which is the number of moves ahead that *The Chessmaster* is thinking about.
- **MV:** The number of legal moves in the current ply.

Limited Warranty

Mindscape Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Mindscape Inc. does not warrant that the Game Pak will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL MINDSCAPE INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Mindscape Inc., 60 Leveroni Court, Novato, CA 94949, or call:

USA	(415) 883-5157
UK	(0444) 831-761
Australia	(02) 899-2277
Japan	(0473) 63-9111

Technical Support

For technical support in the USA, please contact:

Mindscape Inc.
A Software Toolworks Company
60 Leveroni Court
Novato, CA 94949
Telephone: (415) 883-5157

For technical support in Europe, please contact:

Mindscape International
The Coach House, Hooklands Estate
Scaynes Hill
West Sussex
England, United Kingdom
RH17 7NG
Telephone: (0444) 831-761

For technical support in Australia and New Zealand, please contact:

Mindscape International
5/6 Gladstone Road
Castle Hill, New South Wales
Australia 2154
Telephone: (02) 899-2277

The Software Toolworks, Inc. • 60 Leveroni Court • Novato, California • 415/883-3000

Printed in Japan